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61 An object-oriented tutoring system for teaching sets   77%
H. Altay Güvenir
ACM SIGCSE Bulletin September 1995
Volume 27 Issue 3
> Over the recent years several prototypes of intelligent tutoring systems for scientific subjects have been developed. Meanwhile, the object-oriented paradigm has become popular in the software engineering and artificial intelligence communities. The objective of the research presented in this paper is an application of the object-oriented paradigm to the design and implementation of an intelligent tutoring system. The domain of the system is the set theory at the secondary school level. It is sh ...

62 Programmable applications: interpreter meets interface   77%
Michael Eisenberg
ACM SIGCHI Bulletin April 1995
Volume 27 Issue 2
> Current fashion in "user-friendly" software design tends to place an over-reliance on direct manipulation interfaces. To be truly expressive (and thus truly user-friendly), applications need both learnable interfaces and domain-enriched languages that are accessible to the user. This paper discusses some of the design issues that arise in the creation of such *programmable applications*. As an example, we present "SchemePaint," a graphics application that combines a MacPaint-like interface ...

63 CMIFed: a transportable hypermedia authoring system   77%
Lynda Hardman , Guido van Rossum , Jack Jansen , Sjoerd Mullender
Proceedings of the second ACM international conference on Multimedia October 1994

64 Learner-centered design: the challenge for HCI in the 21st century   77%
Elliot Soloway , Mark Guzdial , Kenneth E. Hay
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Volume 1 Issue 2

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Marcia C. Linn , Michael J. Clancy
Communications of the ACM March 1992
Volume 35 Issue 3

66 Log on education: Quick, where do the computers go?   77%
Elliot Soloway
Communications of the ACM February 1991
Volume 34 Issue 2
    History has dealt computer and information science a special role in the inevitable
    restructuring of the educational system in the United States. In the coming decade
    computing and information technology will be the backbone of the most significant
    change in education in over 100 years. Rather than being an adjunct to learning and
    teaching, technology is facilitating a fundamental re-thinking of what should be
    learned and how. Such changes present the Communications

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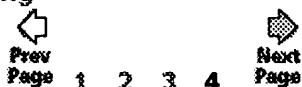
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21 Individual and/versus social creativity (panel session)   77%
Ernest Edmonds , Linda Candy , Geoff Cox , Jacob Eisenstein , Gerhard Fischer , Bob Hughes , Tom Hewett
Proceedings of the third conference on Creativity & cognition October 1999

22 Theories: Video games and education: (education in the face of a   77%
"parallel school")
Miguel de Aguilera , Alfonso Mendiz
Computers in Entertainment (CIE) October 2003
Volume 1 Issue 1
Fully integrated into the everyday lives of millions of young people throughout the world, video games are a vital part of contemporary culture and society. But the reaction of many authorities and the majority of educators has been to discredit video games by assuming their negative effects. After more than two decades of research, however, many studies have been published that have gradually led to a more complex, nuanced, and useful understanding of video games. This article focuses on one of ...

23 The why, where and how of minimalism   77%
R. John Brockmann
ACM SIGDOC Asterisk Journal of Computer Documentation , Proceedings of the 8th annual international conference on Systems documentation September 1990
Volume 14 Issue 4

24 Acquisition of routine cognitive skills by computer users: a study of   77%
intelligent computer aided instruction

Ronaldo Zwicker , Nicolau Reinhard
Proceedings of the 1990 ACM SIGBDP conference on Trends and directions in expert systems September 1990

25 Front matter (letters and notices)　　　　　　　　　　　　　77%
Will Tracz
ACM SIGSOFT Software Engineering Notes November 2003
Volume 28 Issue 6
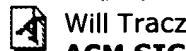
26 Designing multimedia: Comparing MMVIS to a timeline for temporal　　77%
trend analysis of video data
Stacie Hibino , Elke A. Rundensteiner
Proceedings of the working conference on Advanced visual interfaces May 1998
Our MultiMedia Visual Information Seeking (MMVIS) environment provides an exploratory visual paradigm for temporal trend analysis. In this paper, we present the results of a user interface study evaluating the utility of MMVIS. We compare MMVIS to a timeline-based approach for analyzing temporal trends in real video data. We evaluate the quantity, complexity and accuracy of temporal trend observations made within each interface, compare the number of positive versus negative trends found, and co ...
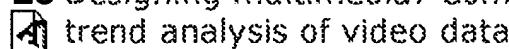
27 Papers: Children's perception of computer programming as an aid to　77%
designing programming environments
Robert Sheehan
Proceeding of the 2003 conference on Interaction design and children July 2003
Primary school pupils of two different age groups were asked to draw pictures of people programming computers and then asked questions to reveal their understanding of computer programming. As was expected neither group showed great understanding of how computer programs are produced. Programming was seen as the productions of visual and audio effects. The older children recognised that programming was something to do with controlling the computer. These understandings are used to produce a list ...
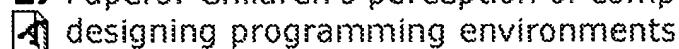
28 An appreciation of computer appreciation　　　　　　　　　　　77%
Arthur B. Kahn
Proceedings of the 1967 22nd national conference January 1967
The term "Computer Appreciation" (CA) was coined by Hamming (circa 1960) when he indicated the need for broad scale education about computers. In order to achieve this objective, the computing profession must gain for itself an appreciation of just what CA might be. Undoubtedly, there are many diverse opinions upon the subject, and it is hoped that this paper will provoke a discussion that is long overdue. For example, the authors view of CA is more intense than the usual concep ...
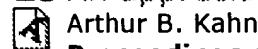
29 A tutoring and student modelling paradigm for gaming environments　77%
Richard R. Burton , John Seely Brown
Proceedings of the ACM SIGCSE-SIGCUE technical symposium on Computer science and education February 1976
Volume 2 , 8 Issue SI , 1
This paper describes a paradigm for tutorial systems capable of automatically providing feedback and hints in a game environment. The paradigm is illustrated by a tutoring system for the PLATO game "How the West Was Won". The system uses a computer-based "Expert" player to evaluate a student's moves and construct a

"differential model" of the student's behavior with respect to the Expert's. The essential aspects of the student's behavior are analyzed with ...

30 National opinions from university computing center documentors on   77%
procedures, ideals, and interpersonal relationships
Ann White
Proceedings of the 5th annual ACM SIGUCCS conference on User services
November 1977
> In this compendium 44 individuals who review or produce computer-related documentation at their university computing installations, have contributed their opinions on what it is like to be a "documentor" as well as their philosophy of what a "documentor" should be as a professional. The individuals responded to a questionnaire that explored the advantages and disadvantages of being a documentor, their techniques for communicating with the people they must inevitably ...

31 Fast detection of communication patterns in distributed executions   77%
Thomas Kunz , Michiel F. H. Seuren
Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research November 1997
> Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

32 The OODB path-method generator (PMG) using access weights and   77%
precomputed access relevance
Ashish Mehta , James Geller , Yehoshua Perl , Erich Neuhold
The VLDB Journal — The International Journal on Very Large Data Bases February 1998
Volume 7 Issue 1
> A *path-method* is used as a mechanism in object-oriented databases (OODBs) to retrieve or to update information relevant to one class that is not stored with that class but with some other class. A path-method is a method which traverses from one class through a chain of connections between classes and accesses information at another class. However, it is a difficult task for a casual user or even an application programmer to write path-methods to facilitate queries. This is because it mig ...

33 Analysis of navigation behaviour in web sites integrating multiple   77%
information systems
Bettina Berendt , Myra Spiliopoulou
The VLDB Journal — The International Journal on Very Large Data Bases March 2000
Volume 9 Issue 1
> The analysis of web usage has mostly focused on sites composed of conventional static pages. However, huge amounts of information available in the web come from databases or other data collections and are presented to the users in the form of dynamically generated pages. The query interfaces of such sites allow the specification of many search criteria. Their generated results support navigation to pages of results combining cross-linked data from many sources. For the analysis of visitor naviga ...

34 Expert systems and ICAI in tax law: killing two birds with one AI stone   77%
D. M. Sherman
Proceedings of the second international conference on Artificial intelligence and law May 1989
> The author describes five separate projects he has undertaken in the intersection of computer science and Canadian income tax law. They are: A computer-assisted instruction (CAI) course for teaching income tax, programmed using conventional CAI techniques; A "document modeling" computer program for generating the documentation for a tax-based transaction and advising the lawyer-user as to what decisions should be made and what the tax ef ...

35 Computer science education in the People's Republic of China in the late   77%
1980s
J. D. Wilson , E. S. Adams , H. P. Baouendi , W. A. Marion , G. J. Yaverbaum
Communications of the ACM August 1988
Volume 31 Issue 8
> Last year a delegation of international computer professionals with interests in computer science education participated in an information exchange with colleagues in the People's Republic of China. The delegation's experiences suggest that the Chinese have made substantial progress in some aspects of computer science education since late 1982, but that difficult problems remain to be solved.

36 Using expert systems components to enhance reliability analysis tools   77%
William B. Frakes , D. H. Myers
Proceedings of the first international conference on Industrial and engineering applications of artificial intelligence and expert systems - Volume 1 June 1988
> In this paper we discuss the use of expert system components to enhance reliability analysis software tools. The discussion focuses on two expert systems built to enhance STAR and SUPER, reliability analysis tools developed at AT&T Bell Laboratories. STAR is used to select a model to fit life data. SUPER is used to model system reliability. The expert components were developed using AVIEN, an expert system development tool that allows easy integration of expert system components into C ...

37 New life in dusty decks: results of porting a CM Fortran based   77%
aeroacoustic model to high performance Fortran
Jeffrey J. Nucciarone , Yusuf Özyörük , Lyle N. Long
Proceedings of the 1997 ACM/IEEE conference on Supercomputing (CDROM)
November 1997
> The High Performance Fortran language is a 'standard by consensus', developed by individuals and vendors in the high performance computing industry, to provide a low barrier entry to parallel computing. It promises to be an easier to use development environment for distributed memory computing platforms compared to the programming complexity required by message passing libraries such as PVM and MPI. HPF promises much and is still in its infancy.Since HPF was developed in part based on experience ...

38 Structure and Flow: A Case Study to Distill Structural Scaffolding   77%
Guidelines for Scaffolded Software Environments
Chris Quintana , Joseph Krajcik , Elliot Soloway
Proceedings of the SIGCHI conference on Human factors in computing systems:

Changing our world, changing ourselves April 2002
A challenge for HCI researchers and designers involves developing software tools for learners to support them in mindfully doing and learning complex new work practices. Such "learner-centered" tools incorporate scaffolds-software features that address the cognitive obstacles learners face so they can engage in the work in an educationally productive manner. However, designers still lack specific scaffolding design guidelines for developing effective scaffolded tools. The HCI contribution of thi ...

39 L3—towards an open learning environment   77%
Torsten Leidig
Journal on Educational Resources in Computing (JERIC) March 2001
This article describe the use of dedicated ontology for teaching in the context of the L3 project, a national joint project for deploying further vocational education in Germany. The requirements for the open L3 learning infrastructure are presented in order to motivate our approach to metamodeling learning resources and services by using dedicated ontolgies of pedagogics and didactics. The basic concepts and parts ...
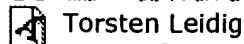
40 Reusability and adaptability of interactive resources in Web-based   77%
educational systems
Abdulmotaleb El Saddik , Stephan Fischer , Ralf Steinmetz
Journal on Educational Resources in Computing (JERIC) March 2001
The production of interactive multimedia content is in most cases an expensive task in terms of time and cost. Hence, optimizing production by exploiting the reusability of interactive multimedia elements is mandatory. Reusability can be triggered by a combination of resuable multimedia components and the appropriate use of metadata to control the components as well as their combination. In this article, we discuss the reusability aspects of interactive multimedia content in web ...
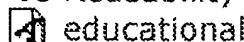
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1 Full Technical Papers: Intelligent user interface design for teachable   91%
agent systems
J. Davis , K. Leelawong , K. Belynne , B. Bodenheimer , G. Biswas , N. Vye , J. Bransford
Proceedings of the 8th international conference on Intelligent user interfaces
January 2003
>   This paper describes the interface components for a system called Bettys Brain, an
>   intelligent agent we have developed for studying the *learning by teaching* paradigm.
>   Our previous studies have shown that students gain better understanding of domain
>   knowledge when they prepare to teach others versus when they prepare to take an
>   exam. This finding has motivated us to develop computer agents that students teach
>   using concept map representations with a visual interface. Betty is intelligent n ...

2 Computer vision and artificial intelligence   83%
Christopher O. Jaynes
Crossroads September 1996
Volume 3 Issue 1

3 Is it live or is it Memorex?   82%
Tory Sawyer , Randy Anderson , Gary McCuaig
Proceedings of the 14th annual ACM SIGUCCS conference on User services: setting the direction September 1986

4 Locus of feedback control in computer-based tutoring: impact on   82%
learning rate, achievement and attitudes
Albert T. Corbett , John R. Anderson
Proceedings of the SIGCHI conference on Human factors in computing systems

March 2001
> The advent of second-generation intelligent computer tutors raises an important instructional design question: when should tutorial advice be presented in problem solving? This paper examines four feedback conditions in the ACT Programming Tutor. Three versions offer the student different levels of control over error feedback and correction: (a) immediate feedback and immediate error correction; (b) immediate error flagging and student control of error correction; (c) feedback on demand and ...

5 The friendly intelligent tutoring environment   82%

Ljubomir Jerinic , Vladan Devedzic
ACM SIGCHI Bulletin January 2000
Volume 32 Issue 1
> The advancement of using the Artificial Intelligence (AI) methods and techniques in design Intelligent Tutoring Systems (ITSs) makes understanding them more difficult, so that teachers are less and less prepared to accept these systems. As a result, the gap between researchers in the field of ITSs and the educational community is constantly widening. While ITSs are becoming more common and proving to be increasingly effective, each one must still be built from scratch at a significant cost. Also ...

6 Programming by example: programming by demonstration for   82%
information agents

Mathias Bauer , Dietmar Dengler , Gabriele Paul , Markus Meyer
Communications of the ACM March 2000
Volume 43 Issue 3

7 Intelligent tutoring: A collaborative intelligent tutoring system for   80%
medical problem-based learning

Siriwan Suebnukarn , Peter Haddawy
Proceedings of the 9th international conference on Intelligent user interface
January 2004
> This paper describes COMET, a collaborative intelligent tutoring system for medical problem-based learning. The system uses Bayesian networks to model individual student knowledge and activity, as well as that of the group. It incorporates a multi-modal interface that integrates text and graphics so as to provide a rich communication channel between the students and the system, as well as among students in the group. Students can sketch directly on medical images, search for medical concepts, an ...

8 Full Technical Papers: Evolution of user interaction: the case of agent   80%
adele

W. Lewis Johnson , Erin Shaw , Andrew Marshall , Catherine LaBore
Proceedings of the 8th international conference on Intelligent user interfaces
January 2003
> Animated pedagogical agents offer promise as a means of making computer-aided learning more engaging and effective. To achieve this, an agent must be able to interact with the learner in a manner that appears believable, and that furthers the pedagogical goals of the learning environment. In this paper we describe how the user interaction model of one pedagogical agent evolved through an iterative process of design and user testing. The pedagogical agent Adele assists students as they assess and ...

9 Some considerations on intelligent tutoring systems   80%
A. Vantaggiato
**Proceedings of the first international conference on Industrial and engineering
applications of artificial intelligence and expert systems - Volume 2** June 1988

10 Spoken dialogue technology: enabling the conversational user interface   80%
ACM Computing Surveys (CSUR) March 2002
Volume 34 Issue 1
> Spoken dialogue systems allow users to interact with computer-based applications
> such as databases and expert systems by using natural spoken language. The origins
> of spoken dialogue systems can be traced back to Artificial Intelligence research in
> the 1950s concerned with developing conversational interfaces. However, it is only
> within the last decade or so, with major advances in speech technology, that large-
> scale working systems have been developed and, in some cases, introduced into
> commerc ...

11 Computer-supported instruction: Natural-language processing for   80%
computer-supported instruction
D. S. Himmelman
intelligence December 2001
Volume 12 Issue 4

12 FRA: using a goal-based scenario to teach financial statement analysis   80%
David A. Foster
Proceedings of the 1994 ACM symposium on Applied computing April 1994

13 Prototyping an intelligent agent through Wizard of Oz   80%
David Maulsby , Saul Greenberg , Richard Mander
Proceedings of the conference on Human factors in computing systems January
1993

14 Prototyping an intelligent agent through Wizard of Oz   80%
David Maulsby , Saul Greenberg , Richard Mander
Proceedings of the SIGCHI conference on Human factors in computing systems
May 1993
> Turvy is a simulated prototype of an instructible agent. The user teaches it by
> demonstrating actions and pointing at or talking about relevant data. We formalized
> our assumptions about what could be implemented, then used the Wizard of Oz to
> flesh out a design and observe users' reactions as they taught several editing tasks.
> We found: a) all users invent a similar set of commands to teach the agent; b) users
> learn the agent's language by copying its speech; c) users teach simple tasks wit ...

15 Reviewed papers: Developing intelligent programming tutors for novice   80%
programmers
Nelishia Pillay
ACM SIGCSE Bulletin June 2003
Volume 35 Issue 2
> First year Computer Science students often encounter difficulties when learning to
> write procedural and object-oriented programs for the first time. This is also true of
> students being exposed to a new programming paradigm. One-on-one tutoring has
> proven to be the most effective means of assisting first time programmers overcome

learning difficulties. However, due to large class numbers and funding constraints the provision of one-on-one tutoring is not usually possible. Intelligent tutoring sys ...

16 Simulation education: Teaching tools and methods: GeNisa: a web-   80%
based interactive learning environment for teaching simulation
modelling
Tajudeen Atolagbe , Vlatka Hlupic , Simon J. E. Taylor
Proceedings of the 33nd conference on Winter simulation December 2001
        Intelligent Tutoring Systems (ITS) provide students with adaptive instruction and can
        facilitate the acquisition of problem solving skills in an interactive environment. This
        paper discusses the role of pedagogical strategies that have been implemented to
        facilitate the development of simulation modelling knowledge. The learning
        environment integrates case-based reasoning with interactive tools to guide tutorial
        remediation. The evaluation of the system shows that the model for pedagogical
        activ ...

17 Studies in machine cognition using the game of poker   80%
Nicholas V. Findler
Communications of the ACM April 1977
Volume 20 Issue 4
        A progress report is presented of on-going research efforts concerning human
        decision making under uncertainty and risk and human problem solving and learning
        processes on the one hand, and machine learning, large scale programming systems,
        and novel programming techniques on the other. There has also been interest in how
        humans make deductive and inductive inferences and form and optimize heuristic
        rules, and how machines can reach similar results. Although the vehicle of these
        investigati ...

18 OBOA model of explanation module in intelligent tutoring shell   80%
Ljubomir Jerinic , Vladan Devedzic
**ACM SIGCSE Bulletin , Proceedings of the 2nd conference on Integrating
technology into computer science education** June 1997
Volume 29 Issue 3
        The important characteristics of any intelligent systems are the possibilities of
        explanation. So, any software product which intend to be intelligent must provide
        some kind of explanation, i.e., explanation of some conclusions, explanation of new
        knowledge (theorem), etc. As Intelligent Tutoring Systems (ITSs) intend to be
        intelligent software, the explanation feature must be provided in ITSs. In this paper,
        we will briefly survey how we realized the explanation properties and features in
        Intel ...

19 Computing for users with special needs and models of computer-human 80%
interaction
William W. McMillan
Proceedings of the SIGCHI conference on Human factors in computing systems
June 1992
        Models of human-computer interaction (HCI) can provide a degree of theoretical unity
        for diverse work in computing for users with special needs. Example adaptations for
        special users are described in the context of both implementation-oriented and
        linguistic models of HCI. It is suggested that the language of HCI be used to define
        standards for special adaptations. This would enhance reusability, modifiability, and
        compatibility of adaptations, inspire new innovations, and make it easier fo ...

20 Efficient execution of multiple query workloads in data analysis   77%
applications
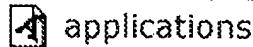
Henrique Andrade , Tahsin Kurc , Alan Sussman , Joel Saltz
Proceedings of the 2001 ACM/IEEE conference on Supercomputing (CDROM)
November 2001

> Applications that analyze, mine, and visualize large datasets are considered an
> important class of applications in many areas of science, engineering, and business.
> Queries commonly executed in data analysis applications often involve user-defined
> processing of data and application-specific data structures. If data analysis is
> employed in a collaborative environment, the data server should execute multiple
> such queries simultaneously to minimize the response time to clients. In this paper
> we pre ...

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1 Expert systems and ICAI in tax law: killing two birds with one AI stone   94%
D. M. Sherman
Proceedings of the second international conference on Artificial intelligence and law May 1989
> The author describes five separate projects he has undertaken in the intersection of computer science and Canadian income tax law. They are: A computer-assisted instruction (CAI) course for teaching income tax, programmed using conventional CAI techniques; A "document modeling" computer program for generating the documentation for a tax-based transaction and advising the lawyer-user as to what decisions should be made and what the tax ef ...

2 Full Technical Papers: Intelligent user interface design for teachable   93%
agent systems
J. Davis , K. Leelawong , K. Belynne , B. Bodenheimer , G. Biswas , N. Vye , J. Bransford
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> This paper describes the interface components for a system called Bettys Brain, an intelligent agent we have developed for studying the *learning by teaching* paradigm. Our previous studies have shown that students gain better understanding of domain knowledge when they prepare to teach others versus when they prepare to take an exam. This finding has motivated us to develop computer agents that students teach using concept map representations with a visual interface. Betty is intelligent n ...

3 Intelligent computer-based instruction   92%
M. C. Lee , P. A. Samet
Proceedings of the 15th annual conference on Computer Science February 1987

Considerable interest continues to be shown in the use of logic programming in many areas of expert systems. Much of the enthusiasm stems from the adoption of PROLOG as the core programming language by the Japanese Fifth Generation Project. An intelligent computer-based instruction system, based upon an expert system approach and comprised of an expert system shell and a number of subject dependent knowledge bases, is introduced in this paper. The system, being implemented in PROLOG, would ...

4 Providing opportunistic enrichment in customized on-line assistance   90%
Ursula Wolz
Proceedings of the 1st international conference on Intelligent user interfaces
February 1993

5 Toward an intelligent tutoring system for teaching law students to argue 89% with cases
Kevin D. Ashley , Vincent Aleven
Proceedings of the third international conference on Artificial intelligence and law May 1991

6 Evaluating intelligent tutoring with gaming-simulations   89%
Julika Siemer , Marios C. Angelides
Proceedings of the 27th conference on Winter simulation December 1995

7 An intelligent distributed environment for active learning   88%
Journal on Educational Resources in Computing (JERIC) August 2001
Active learning is an effective learning approach. In this article we present an intelligent agent-assisted environment for active learning to better support the student-centered, selfpaced, and highly interactive learning approach. The environment uses the students learningrelated profile such as learning style and background knowledge in selecting, organizing, and presenting learning material, and it adopts a new approach to course content organization and delivery based on smart instruct ...

8 An intelligent approach to handling imperfect information in concept-   88% based natural language queries
Vesper Owei
ACM Transactions on Information Systems (TOIS) July 2002
Volume 20 Issue 3
Missing information, imprecision, inconsistency, vagueness, uncertainty, and ignorance abound in information systems. Such imperfection is a fact of life in database systems. Although these problems are widely studied in relational database systems, this is not the case in conceptual query systems. And yet, concept-based query languages have been proposed and some are already commercial products. It is therefore imperative to study these problems in concept-based query languages, with a view to ...

9 A theory of student modelling in instructional expert systems   88%
Gerard K. Rambally
Proceedings of the 1986 ACM fourteenth annual conference on Computer science
February 1986

10 LITES, an intelligent tutoring system for legal problem solving in the   88%
domain of Dutch Civil law
Georges Span
**Proceedings of the fourth international conference on Artificial intelligence and
law** August 1993

11 The friendly intelligent tutoring environment   88%
Ljubomir Jerinic , Vladan Devedzic
ACM SIGCHI Bulletin January 2000
Volume 32 Issue 1
    The advancement of using the Artificial Intelligence (AI) methods and techniques in
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> With the actual penetration of expert systems into the business world, the question is, how can expert systems be used to enhance the existing information systems with more intelligence in usage and operation. This interest is not surprising due to the advancement of the fifth generation of computer technology and avid interest in the field of Artificial Intelligence. This paper presents a conceptual model for analysing complex real world problems. The model, known as the Concept ...

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12 An intelligent approach to handling imperfect information in concept-   88%
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17 Session 9D: embodied agents: Learning domain knowledge for teaching   85%
procedural skills
Richard Angros , W. Lewis Johnson , Jeff Rickel , Andrew Scholer
Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 3 July 2002
> This paper describes a method for acquiring procedural knowledge for use by pedagogical agents in interactive simulation-based learning environments. Such agents need to be able to adapt their behavior to the changing conditions of the simulated world, and respond appropriately in mixed-initiative interactions with learners. This requires a good understanding of the goals and causal dependencies in the procedures being taught. Our method, inspired by human tutorial dialog, combines direct specif ...

18 Assessing object-oriented technology skills using an Internet-based   85%
system
Ahmed Seffah , Moncef Bari , Michel Desmarais
ACM SIGCSE Bulletin , Proceedings of the 4th annual SIGCSE/SIGCUE ITiCSE conference on Innovation and technology in computer science education June 1999
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> In this paper, we describe a Web-based system that defines training needs for object-oriented developers by identifying the strong and the weak areas of their knowledge and skills. The system is based on the use of two tools, GAA [8] and UKAT [3], developed at the Computer Research Institute of Montreal (CRIM). UKAT (User Knowledge Assessment Tool) uses a state-of-the-art knowledge assessment method to create a user profile of the proficiency in a subject domain. GAA (Intelligent Guide) is a Web ...

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20 Database design with common sense business reasoning and learning   85%
Veda C. Storey , Roger H. L. Chiang , Debabrata Dey , Robert C. Goldstein , Shankar Sudaresan
ACM Transactions on Database Systems (TODS) December 1997
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> Automated database design systems embody knowledge about the database design process. However, their lack of knowledge about the domains for which databases are being developed significantly limits their usefulness. A methodology for acquiring and using general world knowledge about business for database design has been developed and implemented in a system called the Common Sense Business Reasoner, which acquires facts about application domains and organizes them into a a hierarchical, con ...

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7 Reviewed papers: Developing intelligent programming tutors for novice   92%
programmers
Nelishia Pillay
ACM SIGCSE Bulletin June 2003
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> First year Computer Science students often encounter difficulties when learning to
> write procedural and object-oriented programs for the first time. This is also true of
> students being exposed to a new programming paradigm. One-on-one tutoring has
> proven to be the most effective means of assisting first time programmers overcome
> learning difficulties. However, due to large class numbers and funding constraints the
> provision of one-on-one tutoring is not usually possible. Intelligent tutoring sys ...

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9 What law students need to know to WIN   90%
Vincent Aleven , Kevin D. Ashley
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> To make legal arguments, one needs certain information about how to use cases
> effectively - dialectical information. In the broadest sense, dialectical information

includes strategies for employing cases to justify legal conclusions (and responding to such justifications) and criteria for finding cases and deciding which cases to use. Making dialectical information explicit is important for teaching case-based argument. It is our experience that typically, law students do not have a very go ...

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13 Web-CCAT: a collaborative learning environment for geographically   89% distributed information technology students and working professionals
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Computers in Education, 2002. Proceedings. International Conference on , 3-2002
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2 **Development of accounting education CAI system**
Adachi, Y.; Kawasumi, K.; Ozaki, M.; Ishii, N.;
Knowledge-Based Intelligent Engineering Systems and Allied Technologies, 2(Proceedings. Fourth International Conference on , Volume: 1 , 30 Aug.-1 Sep 2000
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3 **Metrics and risks of CBSE [component-based software engineering]**
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Assessment of Software Tools and Technologies, 1997., Proceedings Fifth International Symposium on , 2-5 June 1997
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2 **Antiferromagnetic spin structure and domains in exchange-coupled multilayers**
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4 **Inductive write heads for greater than 60 Gb/in^2 demonstration**
Chen, Y.; Tong, H.C.; Shi, X.; Wang, J.; Liu, F.; Stoev, K.; Jensen, W.; Rathi, Martinez, L.; Pansoy, H.; Dong, Z.W.; Yan, X.; Chien, C.;
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Pages:1719 - 1722

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5 **Demonstration and characterization of greater than 60 Gb/in^2 recor systems**
Stoev, K.; Liu, F.; Shi, X.; Tong, H.C.; Chen, Y.; Chien, C.; Dong, Z.W.; Gibb M.; Funada, S.; Prabhu, P.; Nguyen, H.; Wachenschwnz, D.; Mei, L.; Schultz, Malhotra, S.; Lal, B.; Kimmal, J.; Russak, M.; Talalai, A.; Varlahanov, A.;

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6 Guest editors' introduction
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7 New designs of silicon pixel detectors fabricated from normal and oxygen-enriched silicon substrates
Xie, X.B.; Cho, H.S.; Chien, C.Y.; Liang, G.W.; Huang, W.; Li, Z.;
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8 Laminated FeRhN films for high speed writers
Chen, Y.J.; Hossain, S.; Miloslavsky, L.; Liu, Y.; Chien, C.; Shi, Z.P.; Miller, M Tong, H.C.;
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9 Enhanced spin-valve giant magneto-resistance in non-exchange bia sandwich films
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10 Low resistance spin-dependent tunneling junctions with naturally oxidized tunneling barrier
Sin, K.; Mao, M.; Chien, C.; Funada, S.; Miloslavsky, L.; Tong, H.-C.; Gupta,
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11 Demonstration and characterization of 36 Gb/in² recording system
Liu, F.H.; Stoev, K.; Shi, X.; Tong, H.C.; Chien, C.; Dong, Z.W.; Yan, X.; Gibi M.; Funada, S.; Liu, Y.; Prabhu, P.; Dey, S.; Schultz, M.; Mahotra, S.; Lal, B. Kimmal, J.; Russak, M.; Kern, P.;
Magnetics, IEEE Transactions on ,Volume: 36 , Issue: 5 , Sept 2000
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12 **Characterization of silicon pixel detectors with the $n^+/n/p^+$ and do sided multiguard ring structure before and after neutron irradiation**
Cho, H.S.; Xie, X.B.; Chien, C.Y.; Liang, G.W.; Huang, W.; Dezillie, B.; Eremi Li, Z.;
Nuclear Science, IEEE Transactions on ,Volume: 47 , Issue: 3 , June 2000
Pages:772 - 776

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13 **Enhancement of restoration service in distribution systems using a combination fuzzy-GA method**
Hsiao, Y.-T.; Chien, C.-Y.;
Power Systems, IEEE Transactions on ,Volume: 15 , Issue: 4 , Nov. 2000
Pages:1394 - 1400

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14 **Adaptive radio for multimedia wireless links**
Chien, C.; Srivastava, M.B.; Jain, R.; Lettieri, P.; Aggarwal, V.; Sternowski, R
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15 **Using front and back information for tight vehicle following maneu**
Zhang, Y.; Kosmatopoulos, B.; Ioannou, P.A.; Chien, C.C.;
Vehicular Technology, IEEE Transactions on ,Volume: 48 , Issue: 1 , Jan. 19!
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